MANN CO. MONTHLY

ISSUE 2

Team Defense Fortress 1.5
Meet TF2's 2D little brother

ETF2L Season 10
Read about the latest season

THE ONE AND ONLY
Uncle Dane
Engineer main and popular YouTuber

Alternative Gamemodes
Discovering the old in the new option!

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Corrections

Page 15 omitted attribution to both Uncle Dane and Psychotwilight, thank you to /u/super_secret_soup 2 and /u/Exmactheone for making us aware of this. It has been corrected.

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In this Issue

Shady the First, Dr. Fetus, Psychotwilight, EthanShmethan, Flynn, Dirt, & Tripl3M

The Mann Co. Monthly Team would like to thank the users of r/tf2 for their support, advice, and readership.

What goes Upward...

by Shady the First

Last issue, we looked at Landfall, a brilliant Capture-The-Flag map, with an alpine setting. This month, we'll be looking at pl_upward, or Upward, as it's more commonly known. Added in the Engineer update on July the 10th, 2010, it quickly became one of the most popular payload maps. Sporting a Desert setting, and multiple death-pits, it is incredibly fun to play on.

There are four control points, most of which hold some sort of danger. The first one, for example, is in a very tight spot, meaning Spies, Demomen, and Soldiers have an easy time taking Blu out. The second is right outside Red spawn, and thus the stream of players attacking you is almost endless. Then, the third is on the edge of a cliff, encouraging airblast and rocket spam. After pushing through a long corridor, Blu then has to deal with Engineers and Snipers on the balconies, meaning coordination is key if Blu wants to win.

There is something for every class in this map, with flank routes, and plenty of cover to hide behind. Long sightlines mean Snipers run amok, and many-a-push is stopped by a well-timed uber. Overall, this map is fast, fun, good looking as hell, and a must play for any new player looking to get into this game.

Dress to Impress

by Flynn

Like the Great Hatpo leon once said, 'History is written by the winners.' Which is why nobody remembers him and everyone will remember you! Yes, you! Unlike the dictators before you, you have uber technology and the Russians on your side. What's that? You think you can fight two borders at once with that drab lab coat and no hat? What are you, some poor, dirty irishman? No, you cannot carry your team without these truly population-subjugating cosmetics.

The first being the Powdered Practitioner, a hatwig combo that will truly set you apart from the peasants under your authoritarian rule.

The next is the Colonel's Coat- because nobody can rule an empire without being able to rule an army.

Finally, every ruler that who was remembered had some piece of memorable facial hair. Kritler's baby stache and Stalinvich's thick communist lip grub are fondly remembered by the survivors of their many matches of professional control point. What will you be remembered for? A mighty beard of course! The Ruffled Ruprecht will be the perfect model to order off the Mann Co. Store!

After choosing this loadout, those gibus snipers will be so infatuated with you that they'll follow you to victory! Now you're the king of the castle.

Team Defense Fortress 1.5

by Dr. Fetus

Gang Garrison Two is a generally unknown demake of our well known TF2, made by Faucet (A remake of Valve itself). It was originally made for TIGSource Forums' Bootleg Demake Contest. Unlike TF2, Gang Garrison 2 is a 2D game with retro sounds and graphics, all made in Game Maker. Now, you're probably waiting til' we talk about the most important part – the gameplay. Well, wait no longer!

Gameplay is pretty much like how you would imagine TF2 as a 2D Platform Shooter. Of course, battle is pretty different from TF2, for example, bullets are not hitscan like normal bullets, and projectiles disappear if they go too far. Most classes have only one weapon. For example, the Medic (Or in GG2, The Healer) normally heals with Left Mouse Click, but with Right Mouse Click, he starts shooting with his Syringe Gun, or pop his prepared Übercharge (A Superburst in GG2).

Gamemodes

GG2 has most of the gamemodes from TF2: Capture the Flag, Control Point, Attack/Defend, Arena, and King of the Hill. But there also are 2 gamemodes exclusive to GG2. They are:

Dual King of the Hill – Both teams have their own Control Point. They have to capture their enemies point to start the timer and defend it to protect the timer from stopping. The Control Point in a teams base is locked if they have Control Point in the enemies base under their control.

Generator – Both teams have their own Generator. Their task is to destroy the enemy Generator while protecting their Generator from being destroyed. Generators have a shield that recharges when not attacked, but the Generators health can't be restored.

Classes

Because of the 2D platform environment and copyright restrictions, the classes are played differently and have different names.

The Runner (Scout) – Just like the Scout in TF2, Runner is fast, captures faster, and can double jump. He's equipped with the Scattergun.

The Rocketman (Soldier) – Equipped with a slow but powerful Rocket Launcher, the Rocketman can deal splash damage. He can also Rocketjump, but of course, it works differently than in TF2. There's no crouching in GG2, so you only fire a rocket at your feet-not to

mention, you don't fly as far with a rocket jump.

The Firebug (Pyro) – Unlike Pyro, Firebug's Flamethrower deals pretty big damage, but because of the 2D environment, it's harder to surprise and get close to an enemy. Just like the Pyro, he has an Airblast, but he can also airblast when shooting to shoot a small fireball.

The Detonator (Demoman) – The Detonator is equipped with a Stickybomb Launcher. Sticky traps are easier to spot, but they can also be used to sticky jump. Due to the fact that they have no delay, they can be used as a straight battle weapon.

The Overweight (Heavy) – The Overweight isn't much different from Heavy. But there are some differences. Overweight can jump when attacking, has no spin up on his Minigun and with his Right Mouse Button, he can eat the Manvich, which works just like Sandvich (Minus the fact that you can't drop it on the ground).

The Constructor (Engineer) – The Constructor packs a Shotgun. Just like the Engineer, Constructor can build only Autoguns (Sentry Gun), using Nuts and Bolts (Metal). Unlike the engineer, he has nothing like a dispenser or a sentry. His Nuts and Bolts automatically recharge, but he can also get them from Autogun remains or from Supply Lockers. The Autoguns cannot be repaired or upgraded.

The Healer (Medic) – With his Medigun, the Healer can heal his wounded allies, but he cannot Overheal like the Medic. With he right clicks the mouse button, he can shoot syringes with his Syringe Gun, or pop his Superburst, which grants not just invincibility like Übercharge, but also gives infinite ammo.

The Rifleman (Sniper) – In GG2, headshots are nonexistent. With the right mouse button, Rifleman can zoom in, giving him ability to see on longer distance. Like in TF2, Sniper Rifle charges, bigger the charge, stronger the shot. Unlike other guns in GG2, Sniper Rifles bullets are hitscan. Shooting with Sniper Rifle shows a team-colored beam, just like the Machina in TF2.

The Infiltrator (Spy) – Unlike Spy in TF2, the Infiltrator cannot disguise, but instead, his cloak is unlimited. If visible, the Infiltrator can shoot his Revolver. If you shoot when cloaked, the Infiltrator uses his knife, decloaks and preforms a stabbing animation, then cloaks again. The Infiltrator cannot move when stabbing, making him vulnerable. If any enemy will get close to Infiltrator while he's stabbing, he will die instantly. The Infiltrator cannot be targeted by the Autogun when stabbing and he can use stabbing to instantly destroy the Autogun, since he has no Sapper.

There are also rumors about an secret class that you can access by pressing Q when in the Class menu, but c'mon, only a fool would believe that... right?

Alternative Gamemodes

by EthanShmethan

The April 25th Update added a new category to the quickplay roster. This category, "Alternative", includes some of the neglected game modes that have grown dusty from years of neglect from Valve. Some notable maps that have been added back into the rotation are DeGroot Keep, Hydro, and Watergate - three maps that were often only played by dedicated regulars or the occasional passthrough visitor. However, it's clear that this is going to change.

Hydro is arguably one of the largest, most complex maps in the game, competing with maps like Thunder Mountain. It also plays incredibly differently from your average payload or control points map. Instead, combat focuses on controlling individual territories ranging from power plants, massive radar dishes, and hydroelectric dams. Territorial Control is notable because no two games will ever be the same- a round could feature a drawn out siege of the last point, or a rapid exchange where territories exchange hands from minute to minute. Hydro was easily the most neglected of the recently renewed maps, as was only truly popular with the initial release of the game.

It is equally exciting for players to experience

another old map: DeGroot Keep is the sole purveyor of Medieval Mode, the bizarre game mode where guns have been removed entirely. Instead, the mercs have been stripped down to their melee and medieval themed weapons - the Demoman's shields, the Medic's Crossbow or the Sniper's huntsman are the most popular picks. DeGroot Keep itself is a small map where control points are only captured for a limited time- and the first two points are available for capture in the beginning of the game. Instead of the typical control point gameplay, BLU must capture the first and second points to open up the third point for

a limited time. Defense strategies include blindly swinging ones melee sporadically on last, having a team consisting mainly of Demomen, and sending flaming arrows over the ramparts of the castle. In addition, the in-game text chat of medieval mode is filtered to sound more Medieval. For example, saying "Hello!" could be replaced with "Good Day!" or "Well Met!". Medieval Mode is a very fun and sometime ridiculous gamemode, and it will certainly be played for a long time, now that it is more accessible.

This change to Quickplay will allow somewhat obscure maps to shine and shows that the TF2 developers are taking good care of the game. Watergate on the other hand still remains fresh in the minds of the community as the black sheep of the alternate gamemodes.

ETF2L Premiership Season 10

by Dirt

This season in premiership has been an exciting journey! We had some unexpected results throughout the entire season and even a playoff bracket that was unexpected! Now that the season is drawing to a close, let's take a look at the playoff bracket and learn more about the top 4 teams in premiership and how the playoffs look to play out.

Playoff Format

This season Premiership is putting a new spin on the playoffs. They are using the style referred to as “the gauntlet” which consists of the 4th place team playing the 3rd place team, the winner playing the 2nd seed, with the victor of that match charging into the grand finals vs. the 1st seed of the regular season.

The Bureau

The Bureau are our fourth seeded team, finishing the regular season with an even 22 points, barely edging out WASP by one point, and coming 6 points behind the third place team. The Bureau has achieved a ton this season, making playoffs in their first prem season following a high promotion and taking points off of Highpander and Strong Opinions. They owe their playoff berth to a generous TC: Ambition for pulling off an incredible upset taking 3 points off Premtech, picking up points for the first time this season! The Bureau are coming into the playoffs off a high winning their match against a struggling Feila eSports off of stellar performances by a few players. Zafus on scout picked up 58 frags along with Kuli having over 500 dpm on demo! The Bureau are entering the playoffs with a tough match vs. Highpander. The Bureau will be able to take this match if Zafus and Just1s on the flank can perform and Kuli can carry over his performance from the regular season into playoffs!

Highpander

Highpander is our third seeded team this season, performing well gathering 28 points and taking points off the titans Fair Enough in the last game of the season. Plagued early by combo troubles, Highpander ended up with Qnai on heavy, Foungi on demo, and Hildreth on medic, which is nothing to scoff at and has worked well so far. Highpander is chock full of veteran players in prem and are star-studded by atomic, uubers, and Hildreth. Over the last few seasons highpander has consistently performed, and look for them to do it again! They

are the favorites in their match versus The Bureau, so let's go over their win conditions against Strong Opinions. Raptor and Toast (soldier and spy) being neutralized are essential to victory, If the combo can protect themselves from Raptor's bombs and Toast's Ambassador, along with a strong performance by the flank, a victory over Strong Opinions is a possibility.

Strong Opinions

Strong Opinions came in second this season, tied with third-place Highpander getting 28 points. At the start of the season they went through some combo troubles losing korv to internet issues but coming back with alle being a more than capable replacement to keep them in the runnings. They earned the second place seed by winning the head-to-head against Highpander taking all six points against them in week 5. This is the Strong Opinion's second season in prem, and boy they came in with a bang winning their first season after qualifying. CeeJaey's team is a team full of threats, and here's what got Strong Opinions to a second place finish this season. Toast and Raptor carried their team through multiple games through Raptor's incredible bombs and Toast's constant performance has put him as the top spy in premiership. Even through combo problems though, Emilio Estevez and CeeJaey have consistently performed and are the core of the team.

Fair Enough

Fair Enough charged into the season and won first seed with 35 points, 7 more than the next team in the standings. They scored more than 3 points against every team this season but third place Highpander. Coming into season 10 with a very new roster, they originally had high hopes, but original predictions never had them this high. Over the offseason they made tons of roster changes, losing Clark but having Adysky take the leading role. This team won the regular season, and by a longshot. Their entire team is full of threats and their coordination is on another level, but here's what te are going to rely on to win the finals match. Adysky and Skeej. Adysky has been the primary carry of the team this season calling with authority, taking all the heals, and fragging everybody, taking advantage of his synergy with Skeej on medic. If Fair Enough is on their game, nothing can stop them, and in my mind they're favorites to win the finals this season.

Final Words

This season has been a great season of Highlander, proving to be competitive from all standpoints. Sadly, everything must come to an end. This will mark the end of TC: Ambition's short reign in prem, being relegated to high next season, also Feilia eSports will still have to battle it out with the second place high team to retain their spot.

Uncle Dane, Engineer & Youtuber

by Psychotwilight

This month, I had the pleasure of sitting down with Uncle Dane, a skilled Engineer main and popular YouTuber. We chatted about everything from Overwatch to potential Spy and Engineer updates.

Psychotwilight (PT): Which are some of your favorite videos that you've made, and what's your favorite part about making them?

Uncle Dane (UD): My favorite video is almost always the most recent one because I always feel like I'm at the peak of my ability. I feel like that's the case with most people who make things. Since I'm always improving via practice and experience, you end up putting all of your knowledge and effort into whatever the current project is. Then, you move onto the next one and it just keeps getting better - that just seems to be the way it works out.

My favorite part about making the videos is how much fun I have taking raw footage and molding it into my end goal idea. I'm extremely satisfied by watching a project go from a spark of an idea to a full-fledged thing that people can be entertained by and learn something from. Uploading the videos to the public is always a treat for me as well because I enjoy when people watch it and leave their feedback. I feel like people don't think I read the comments, but I always like to see what people think of the latest video.

PT: Could you describe your video making process a bit?

UD: Apart from the occasional live commentary or on-the-fly comedic video (which are much simpler-yet-random to make), the majority of my videos

are - what I like to refer to as - "Engineer Book Reports", so I always start off with the script. I basically write out everything I want to say about the subject word-for-word and then record me reading it out. I try my best to read the script in a way that makes it sound like I'm just speaking naturally, but I am very much reading something I'd prepared. I feel like I stumble on my own words way too much to get away with just winging it, plus I feel like I'd forget important points if I didn't write it all out.

Then, after I have the commentary recorded, I get to work on collecting footage, graphics, music, sound effects... and I just throw it all on top and make everything times well with each other, make sure that the pacing is good enough to hold the viewer's attention and be sure to include enough visual aids to improve the learning experience. It's all very much an elaborate presentation - like I'm speaking at some TF2 convention hall or doing a TED Talk on Engineer... and that's usually how I treat my video-making process. But I like to make my presentations interesting and fun to watch, but that seems to come naturally since I've always been a silly guy.

PT: Thanks! Let's talk more about the videos themselves- something or other tells me you might be an engineer main.

What are some seemingly obvious tips to playing engineer you think people overlook?

UD: How'd you guess? Usually it's really small technical things like knowing that you can rotate buildings before you place them down, which can be extremely important when putting things up against walls. Or that the Wrangler has a lock-

on feature, so it's much easier to aim with it than people might assume.

My favorite thing that people always seem to ask me about is the Rescue Ranger. It's such a fancy tool for the Engineer that I think people still don't fully understand how powerful it can be if you understand everything it can do. You have no idea how many people leave a comment asking, "How do you pick up your sentry from so far away?" It makes me wonder if people actually read the stats on the weapons or if they just head straight to YouTube for all the answers!?

PT: Definitely! I love the Rescue Ranger so much, because it frees you from babysitting your sentry, and opens up hundreds of new nest possibilities. However, it pretty much limits somebody to defensive positions. How about offense? Do you think the meta of gunslinger/frontier justice/pistol is correct, or do you disagree?

UD: I think loadouts are always situational, so honing in on a strict meta isn't exactly the best way to think about it in my opinion - especially for the Engineer, who has a lot of situationally-strong weapons. For instance, the Frontier Justice, in my opinion, is much more Defensive than Offensive because it's much easier to get kills with a Sentry gun while you're denying area. People underestimate the power of the Mini Sentry + FJ Defensive hold! Plus, you die less on Defense, so you're more likely to be able to store your Crits and use them wisely.

Offensively, I personally like to use the Stock Shotgun or the Widowmaker, the Pistol or the Short Circuit and the Gunslinger or the Jag. I only switch to the Frontier Justice if I notice my Sentry has kills and I'm close enough to a spawn room to switch weapons before the gun dies.

PT: Great! Now, there have been legends and rumors of an upcoming Spy vs. Engineer update. What would you want the engineer and the spy to gain from the update?

UD: If there ever happens to be a Spy VS Engineer update, I'd hope that it would be formatted similarly to the War! Update between the Soldier and the Demoman where whoever gets the most kills on the opposing class at the end of the event is rewarded with a neato unlock (in the War! Update's case it was the Gunboats).

I'd really like for the Engineer to get a new secondary weapon, preferably a Pistol or a Revolver that has some interesting stats-maybe a cool revolver with a slower firing rate and higher damage. As for other weapons, the Engineer could certainly benefit from a "Mini Dispenser" PDA, since Battle Engie seems to be more and more viable the closer we're getting to competitive TF2 being a thing. I also think that a Disguise Kit for the Spy that allows him to disguise as an Engineer's buildings would be absolutely amazing; you can't move when disguised, but you have the added advantage of unsuspecting players being more likely to walk towards you hoping to be healed by a Dispenser... then stab. I think a metagame where it's normal to be Spy Checking the Dispenser before you use it would be not only hilarious, but it would add a whole other level to the Spies strategies. Plus, it would be SO funny to go upgrade your Sentry gun and accidentally crit-wrench a Spy.

You'd have to be careful to remember exactly where you placed all your buildings!

PT: Did you try out Overwatch? If so, what did you think? How do you think it compares to tf2?

UD: I did! I have a lot of opinions on Overwatch because it's been such a heavily discussed game in our community for almost 2 years now, but the comparison between TF2 and Overwatch I think is much simpler. Overwatch plays a lot more like a MOBA, where Ultimates and Hero selection combined with a decent team of 6 players is what will win you the game. TF2 plays a lot more like a first person shooter because the skill ceiling for each class is a lot higher, yet there are less choices. The variety is achieved through weapon unlocks, not entirely new classes.

In short, I think comparing Overwatch and TF2 is like comparing apples and oranges. Sure, they're both fruit. But they taste completely different and appeal to different people because of it.

PT: Just out of curiosity, who was your favorite hero? Do you think something like that hero could be worked into Team Fortress 2?

UD: I really enjoyed playing D.Va, the concept of a flank tank is a great one. I feel like the soldier can fill that role out pretty well.

PT: Good point. Alright, one final question.

What advice do you have to people who aspire to be youtubers like you?

UD: I think having fun and being successful go hand in hand when it comes to making content. If you're not passionate about making videos or not passionate about the game, it will be harder to seem genuine and viewers can sniff out ingenuinely made content like dogs and reject it, and it will end up being that much harder to grow.

So my main advice for making YouTube videos is to have fun doing it, don't worry too much about the channel itself (the viewers, the sub count, the upload schedule, etc) and instead put your focus into making videos that you like to make. If you make videos about what you know and what you enjoy, the passion will be very obvious and an audience will quickly follow behind.

Uncle Dane makes videos about TF2 at youtube.com/user/danethebrain, and he streams at twitch.tv/uncledane.

The Backpage

by Tripl3M

So a week ago Saxton Hale came into our basement and threw a sack in here and proclaimed that he brought more people to make the next issue go faster. I looked up from my desk and had two thoughts:

That's not how production works

and

Holy fuck, he kidnapped more people.

Well since that just happened and Hale was already here, Vibe, our project lead, and I decide to show him the first draft of the second issue. To our surprise he only read the first three pages.

This is great news. Knowing this means as long as I put something on the last few pages, he will never read it.

And with that I, Tripl3M, the Managing Editor of the Mann Co. Magazine present you 'The Backpage'.

Here the various members of the magazine can do (almost) anything they want. Well as long as Vibe, Demi or I allow it. This can vary from opinion pieces to prosa to art stuff to whatever.

For now as I am writing the first installment of this section I will be talking a bit about myself.

As I already said I am the editor of the magazine meaning most of my work is actually behind the scenes. I coordinate the articles, plan out new segments, correct most of them and generally 'rise morals' when my writers are being inefficient. You all will actually see very little of myself in the magazine as I am busying working on things that run parallel to publishing.

So how did I become part of this project? Well around December of last year there was a thread asking for help on the TF2 themed monthly magazine. I applied and little did I know that the next day when I left my home that I was greeted by a man with breast hair shaped like Australia. Next thing I know is that I am somewhere in the middle of fuck who knows in a room with a bunch of other people. It turns out that Hale just kidnapped anyone who applied and put them into one building and said "Make a magazine for me." Well it's not that easy and so the first issue took a while... People were inefficient and problems came up but with some good old german discipline I brought some order into this project and it now runs smoothly.

So with that I hope you enjoy our work and support it in future issues. I am going back to drinking more coffee and maybe yell Demi to do some more work for me.

Thanks for
reading